LootSafe Whitepaper 2018

LET'S BUILD →

LootSafe is a Blockchain-based software company that enables game developers of all sizes to affordably create, decentralize, and manage game assets on the public Blockchain. LootSafe resolves problems like security, durability, and obsolescence of digital assets. The LootSafe platform achieves secure and trustless tokenization of virtual goods through an all-inclusive kit and hosted API services to tokenize digital assets utilizing decentralized Blockchain technology and smart contract systems. Gamers and publishers will benefit from LootSafe's fair ecosystem of game assets, which brings ownership to thousands of hours of in-game work.

Contents

Our Vision:

LootSafe is a Blockchain-based software company that enables game developers of all sizes to affordably create, decentralize, and manage game assets on the public Blockchain.

The LootSafe platform provides a set of tools and hosted API services which allow game developers to easily deploy their assets to the Blockchain. Assets can be represented as collectible in-game items, characters, skills, trophies and more. Using smart contracts (currently Ethereum-based), LootSafe achieves secure and trustless tokenization of virtual goods.

The platform makes building and using smart contract game assets seamless and approachable through easy-to-use developer tools and templated customer-facing interfaces. With one click, simple solutions can be achieved with the LootSafe system. More complex gaming experiences are also made easy through our suite of integrations with popular programming languages and game development platforms.

Our system can add benefit and value to numerous game types, including, but not limited to: trading card games, cross-platform inventory systems, provably fair loot box offerings, and more. The system is easily extended by using add-on modules offered by the LootSafe Marketplace, a mixture of in-house

modules and modules contributed by members of our community—both paid and free—that expand the utility of the LootSafe stack. When modules in the marketplace receive traction, they are carefully reviewed by in-house and third-party auditors. The result? A vast selection of secure extensions.

At the heart of LootSafe, we believe gamers and publishers alike will vastly benefit from the utilization of this trustless system. Benefits to using the LootSafe Platform include increased security, durability, and anti-obsolescence. LootSafe aids gamers and publishers to provide an exciting and fair ecosystem of game assets, bringing ownership to countless hours of in-game work.

Get rewarded for your accomplishments

The Current Gaming Economy:
HOW IT CAN BE BETTER

Gaming is a rapidly growing worldwide industry. Approximately 2 billion people play video games worldwide.[1]

Fifty-three percent of people in the United States play online games in some form[2] and 63% of U.S. households have at least one person who plays video games regularly (3 hours or more a week).[3]

The average U.S. gamer—age 13 or older—spends around 6.3 hours a week playing video games, pushing 25.2 hours a month.[4] Individuals who play online or multiplayer games spend an average of 6.5 hours a week in-game (around 26 hours a month).[5] "Hardcore" gamers, and even casual ones, are living a good part of their lives—and often spending a sizeable chunk of their money—in online video game spaces.

According to the Entertainment Software Association, the overall video game market in 2016 reached $99.6 billion globally.[6] The video game industry in the U.S. alone generated $30.4 billion in 2016, a point six percent increase from $30.2 billion in 2015. In 2016, video game software revenue, which includes physical packaged goods, mobile games, downloadable content, subscriptions, and

[1] Tenesbruso 2017.
[2] Ferguson and Markey 2017.
[3] Tenesbruso 2017.
[4] Aamoth 2014.
[5] Frank 2016.
[6] "The Global Games Market Reaches $99.6 Billion in 2016, Mobile Generating 37 Percent" 2016.

other revenue streams, reached $24.5 billion, up from $23.2 billion in 2015.[7] China, which accounts for almost a quarter of the global game revenue, is estimated to reach $29 billion by 2019, while the global eSports industry rose to $493 million in 2016.[8] By 2020, the global gaming market is projected to reach $128.5 billion dollars annually.[9]

As more people get online via mobile devices, the markets for mobile gaming sectors will expand far beyond their current sizes. In addition to the leaps and bounds made recently in markets of the West, "Asia is home to the vast majority of mobile gaming payments, with $10 billion in 2014, over four times as much volume as North America."[10]

Thanks to social media and mobile devices, gaming has become a fundamental aspect of culture across global demographics.

The primary market for virtual assets purchased directly from game publishers can be measured in billions of dollars. In 2015 alone, PC gamers spent $5.3 billion on downloadable in-game content[11] the most expensive being a virtual planet called Calypso from the game Entropia, which sold for a record of $6 million.[12]

The Steam gaming network completed the first complete examination of any major gaming network in 2016. They found that their user-base alone was comprised of 108.7 million user accounts, with 12 million daily users, and 384.3 million owned games out of almost 19,000 unique titles.[13]

Earn in-game

The world of online gaming is an ever-expanding market that often spills into and interacts with other areas of the human endeavor. Furthermore, many various branches of human activity can be "gamified", meaning these activities can essentially be turned into games using difficulty and rewards systems. This expands the possibility of further growth in research sectors such as Virtual Reality and Augmented Reality.

[7] "U.S. Video Game Industry Generates $30.4 Billion in Revenue for 2016" 2016.
[8] Tenesbruso 2017.
[9] McDonald 2017.
[10] Chavka 2017.
[11] CasSelle 2017.
[12] Olivetti 2011.
[13] O'Neil 2016.

Current Practices:
WHY THEY'RE NOT WORKING

The present world of gaming assets is a fractured space. Game production companies are at odds with their competition – and players – in terms of best practices and standards that are fair and agreeable.

Centralized models (in addition to remaining a single point of failure in terms of basic security for gamers) allow rampant fraud, abuse, and manipulation of in-game assets by players and developers alike.

Currently, many games operate on a reward system that allows players to accumulate items and trophies, which are associated with their avatar in the game. Players become collectors and customizers of in-game items and rewards. In many online multiplayer games, these items, trophies, and "pieces of flair" are creative forms of expression of players' identities. These in-game items represent key parts of a cultural system which manifest reflections of who players are as individuals and keep them coming back to continue playing and exchanging value in online and real-world communities.

As it stands, there is little portability of gaming items. A player's achievements will often remain to rot away in old games on even older servers, the walled citadels of the old web. In addition, there are security risks: Traditional centralized

Historical Examples of In-Game Asset Economics

Diablo III was released by Blizzard in 2012. It sold more than 3.5 million copies on its first day. 4.7 million users played the game on the opening day, making it the fastest selling PC-game of all time. It was one of the first games in history to allow players to directly earn real money in game[1]. Diablo III presents the first instance of a functioning virtual economy, situated in parallel to real-world economies. And just like real economies, it held similar problems related to trade governance. It also grossed over $1 billion GDP, surpassing sales of many other real-world countries. Diablo III tried to restrict its users from having the freedom to trade their own items and good by creating an in-game centralized authoritarian system. However, games like Diablo III and World of Warcraft, have "loot" oriented systems that allow individuals to sell in-game items for real money.[2]

[1] Pulos 2013.
[2] Ibid.

gaming services present a single point of failure in the event of cyber-attacks. Game software developers may choose to modify the value and supply of gaming items, which directly correlate with hours of gameplay for users. User communities often rebel against too much centralized or authoritarian control over their owned items. Virtual goods are like objects in real life; players want to hold on to them, trade them, modify them. Players want to have a sense of ownership, whether real or virtual. This concept is more than understandable: Virtual assets reflect both investments in time and money.

Under the current system, however, the players themselves have no way to appreciate and retain the value of their achievements, items, or "trading cards" outside of the game. In addition, individual games have little-to-no connections to other game worlds, leaving users with

no way to safely or easily trade items between games. Many developers have long utilized in-game virtual asset management systems including systems to craft and trade various in-game items. These in-game virtual assets can include a vast array of digital in-game objects: weapons, trophies, spells, potions, even

Earn on-chain

clothing or game skins (modifications to the appearance of the game or items for the player without affecting gameplay). In games such as Team Fortress 2 and user profiles in Xbox Live, players can modify the clothing and appearance of their avatars by purchasing items from the centralized gaming authority. [14] Players can become attached to these items and associate them permanently with their game avatar's identity. They also often attempt to trade such items to acquire items they deem more valuable. Sometimes these items gain trading value over time, such as when the offer ends and the item becomes rarer.

With a centralized system, as in the case of Steam and their immensely popular game Team Fortress 2, the process of trading is a complex one. Their centralized process requires players to find partners across several different servers and communication channels, then execute the trade after multiple layers of confirmation.[15]

These phenomena have been widely documented before the rise of Blockchain-based technology. There is an emergent value derived from the rarity or difficulty in obtaining certain in-game items. This emergent value can then be exploited via various strategies involving in-game trades, for example.

Moreover, a number of organic strategies emerge to form the basis of virtual item economies, and often these strategies operate in secondary markets in tandem with centralized gaming corporate structures like Steam or Blizzard. This is the case with trading skins as seen in 2012 release of Counter-Strike: Global Offensive (CS: GO). According to Bloomberg research, in 2015 over 3 million people wagered $2.3 billion of skins on the outcomes of e-sports matches, with some of these digital assets worth over $15,000 each.[16] While these items are often traded between users through in-game

[14] Valderhaug 2013.
[15] Baumer 2016.

markets, some players will pay real-world dollars for a rare or desirable skin. Third parties, like auction and gaming economies, emerge in addition to the original game.

[16] Brunstein and Novy-Williams 2016.

How Gaming Can be Better:
THE LOOTSAFE VISION

When it comes to gaming and gaming virtual economies…centralized, proprietary strategies remain the norm.

The existing players in this space (i.e. game developers and centralized game producers) take advantage of their monopoly on virtual gaming economy data. The problems with this system include:

- A lack of security and portability
- Not resistant to obsolescence and fraud
- Support for the game can be dropped completely
- Games and their items can be lost forever, after hundreds of hours spent in play
- Items can be minted again, devaluing the existing ones
- Players can be banned from the game, restricting access to their items
- Since players do not own their items, they can be taken away at any time.

There are numerous issues within the current system regarding trust and reputation. While certain game companies enjoy the totalitarian power they may wield over the game players, gameplay, and game assets, the users generally do not.

There are barriers to disentangling an unfair and untrustworthy system, but inevitably the market of game players will decide which system is the fairest and least fragile: the Blockchain.

The LootSafe system allows for straightforward player-to-player exchanges—with no need for a central authority.

In the LootSafe Auction House contract, trading partners are found and matched quickly. Players simply input their requirements for a trade and stake their item for trade. Using the contract system provides a drastic reduction of fraud and abuse. Reputation systems can be maintained with the full transparency of Blockchain technology. In addition, the data collected with the help of Blockchain smart contracts could also inform the way future games are designed. This data will enable game developers to improve methods of game design and that of in-game item economy structure.

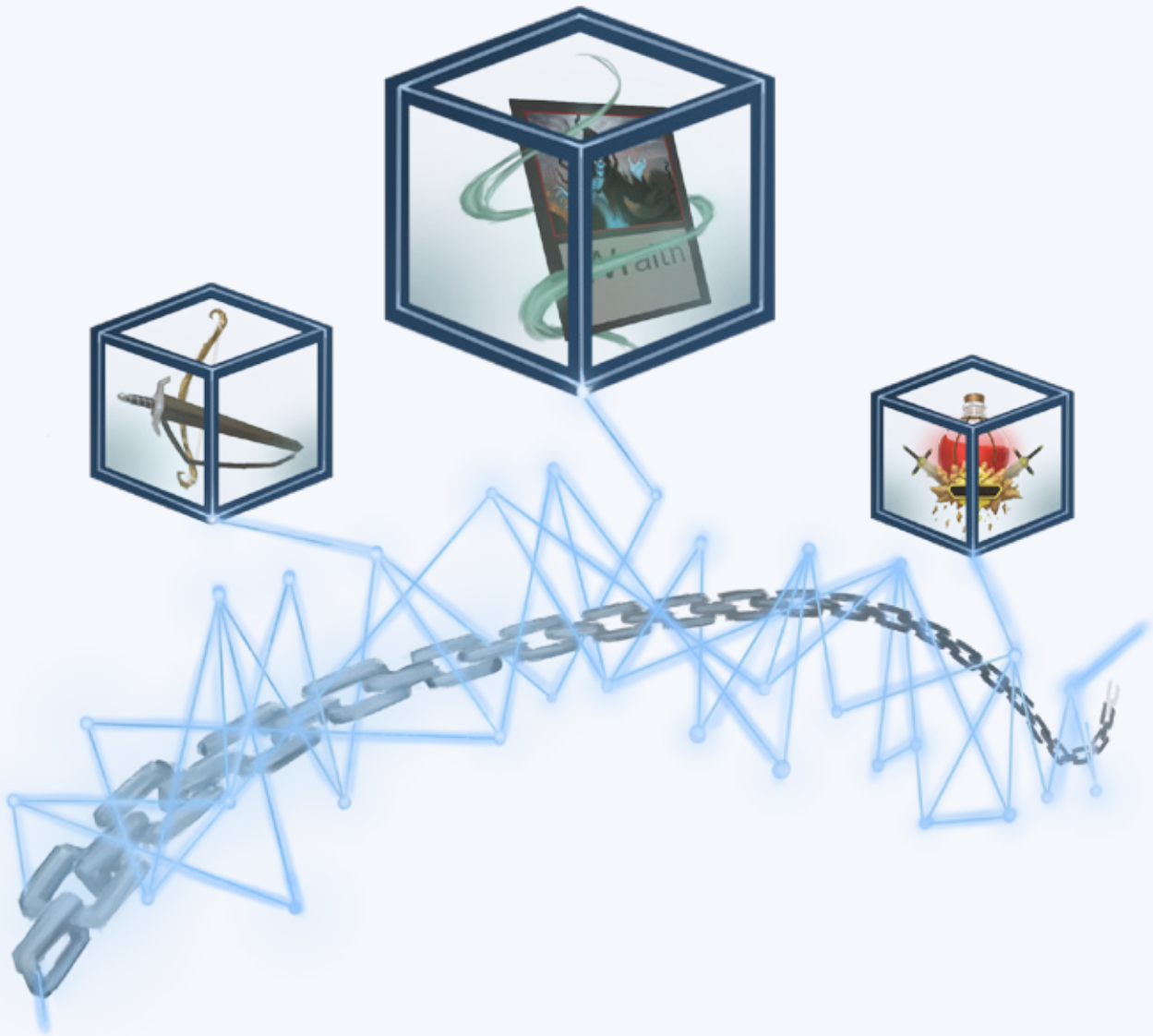
Real ownership of virtual game assets is a pressing need for the majority of gamers worldwide. Eric Dodson states the following in *Das Virtual Capital*: "The largest unsettled question regarding virtual worlds is the ownership of virtual possessions and allowance of real-market trades."[17] As the current paradigm stands, gamers do not have real "ownership" of their tokens or in-game items. Their items are linked to accounts in centralized and proprietary spaces within individual games and sometimes even locked to individual servers within gaming communities. This model is rife with problems of traditional ownership agreements. What the LootSafe system can bring to this space is a custom playing and trading experience for gamers and developers that brings the myriad of benefits Blockchain technology to gaming. Players will be able to own and manipulate their own in-game items and other game elements and store them in a safe and secure manner.

Shifting Paradigms With the Blockchain

The Blockchain architecture, the Nakamoto Consensus Protocol, and the Turing-complete Ethereum Blockchain will have effects on almost every aspect of human culture. The ripple effects will be felt throughout society in coming years, and certainly these disruptive effects will topple existing paradigms in gaming cultures and virtual barter communities. Situated on the cutting edge of the development of smart contracts in gaming, LootSafe benefits from first-mover advantage: It is poised for a healthy market position as the global paradigm shifts towards Blockchain technology.

[17] Dodson 2006.

"Like any fledgling economy, [. . .] commerce in virtual worlds could become fragile if buyers and sellers can't trust central banks and markets that trade magic weapons, shields and powers."[18]



"The fact is, players put incredible amounts of time and thought into their game assets. They enjoy those assets. Wiping them out is like destroying a diamond. It hurts; economic value is truly destroyed."[19]

[18] "The New Economy: Earning Real Money in the Virtual World" 2005.
[19] Castranova 2014.

The LootSafe Solution:
PRODUCT DETAILS

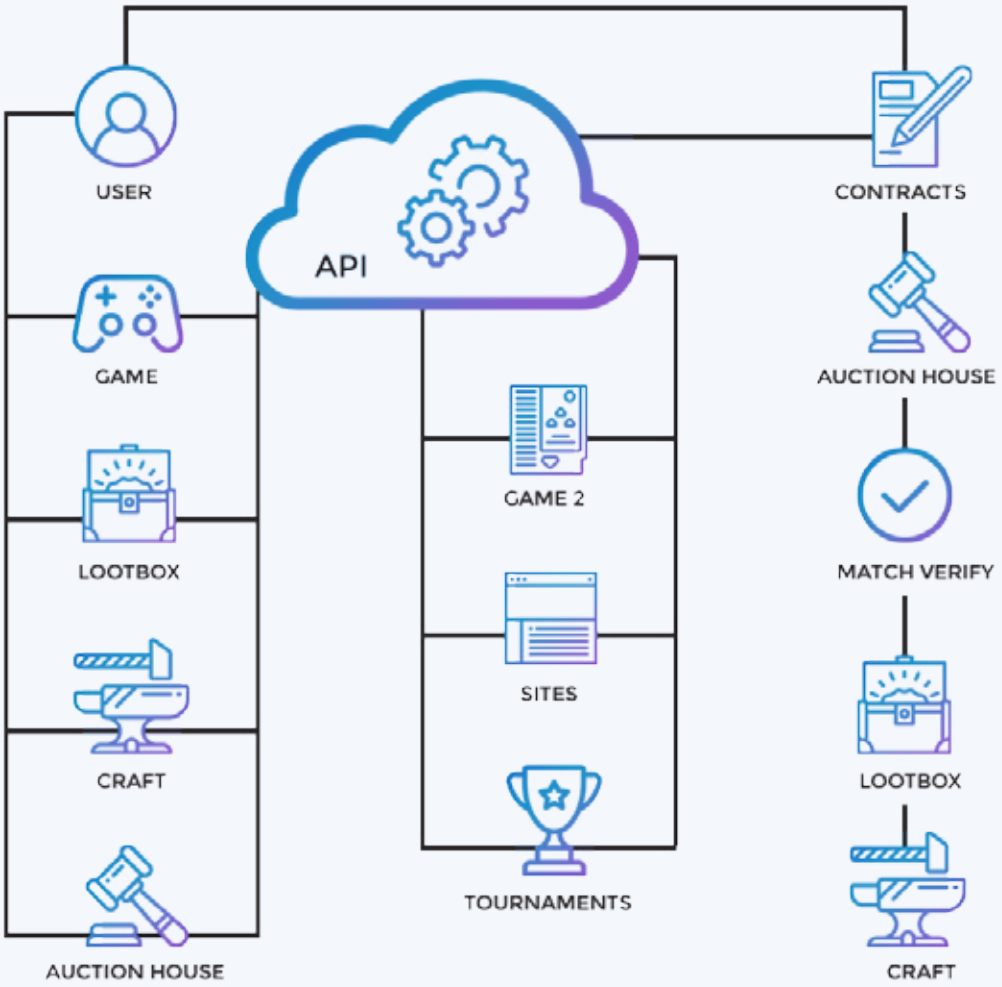
Decentralizing games with LootSafe will mean that players can obtain items within games and hold them as a pseudo-physical store of value.

This allows players to “lock” items and keep them safe until they are ready for use. Players will be able to independently manage game items, allowing for future versions of the game to maintain the same items, and players will be able to prove ownership of those items. In addition, others can build games based on stored items.

LootSafe makes possible a number of other possibilities: the LootSafe system enables a completely modular gaming system that can be used over multiple online spaces and gaming platforms. With LootSafe items can out-live the games themselves, should the developer stop maintaining the game or game servers. This way, game players do not lose access to their hard work and in-game trading.

The benefits of decentralizing games are abundant. Most arguments for why people should decentralize currencies and organizational systems apply in the gaming world in many of the same ways. These benefits include additional security, anti-fragility of systems, trust-less communication models, anonymity/

pseudonymity, and modularity. LootSafe contracts and tokens will operate directly on the Ethereum Blockchain and will benefit from the computational power of the Ethereum network.



LootSafe System Elements:

TECHNICAL DETAILS

The LootSafe system provides a host of prebuilt tools and packages that allow users to quickly develop on the Ethereum ecosystem. The tools are as follows:

- REST API
- Skinned Software Wallet
- Unity Plugins
- Unreal Plugins
- Community Marketplace
- Plugins for most popular programming languages

Items

Items are created as Ethereum Request for Comment 20 (ERC-20) contracts operating directly on the Ethereum network. They can be exchanged just like any other ERC-20 token and kept directly in users' wallets (see Appendix A). Users' favorite wallets can then hold their in-game items or trophies and manipulate, craft, or trade them at will.

Use it however you like

For game developers, this allows players to carry the same items across platforms. In this way, tokenizing game assets make trading the assets very simple.[20] In some cases, the trading of items occurs more frequently than using the items in game, so the tokenization of assets in this way is a natural fit.

Other versions of item contracts may exist depending on the game such as ERC-721 and other specifications that become popular as the Ethereum ecosystem evolves.

Marketplace

The marketplace is a source of both free and paid modules compatible with the LootSafe stack. The marketplace can be thought of as a library of mini applications or extensions to the LootSafe core stack that is offered by both the LootSafe team and community developers.

Modifications, extensions and other developments to the platform will not only aid in continuous growth for the LootSafe platform, and subsequently games built on the system, but it will also enable community developers to market their creativity and skillsets through the sale of modules in the marketplace.

Example extensions could be modules such as on-chain friends lists, decentralized trade systems, et cetera.

[20] Tokenized assets can work like assets of the trading card game *Magic: The Gathering* by Blizzard Entertainment, for example.

Our Extensions:

The Auction House

Trading is built into the platform and an on-chain “auction house” method of trading can be created via the underlying structure of item contracts. This decentralized exchanging of items will happen quickly and with very low fees, eliminating the need to deal with traditional exchanges.

To participate in an auction, a player would simply place the item they would like to trade into the auction house. Players can then specify the quantity of the item that they are offering and which other item(s) they want to exchange for it. Other players can then see the open orders and close the trade if they agree to the terms.

Secure trading costs a very small amount of Core Tokens. This is intended to be a disincentive for listing trades and then trading the item elsewhere, potentially wasting another user’s gas.

Loot Boxes

Often for gamers, opening Loot Boxes (also called “packs”) can be far more satisfying to obtain than purchasing the items outright. They also represent a fantastic way to distribute assets fairly to players.

The Loot Box contract is funded by the game project’s core wallet. The owner of the contract can be the developer, a game server administrator, or even players themselves. Once funded, the contracts can be interacted with and deployed for possible rewards of different rarity to be given out on-chain.

The process of opening a Loot Box involves a deposit of a certain amount of Ether, which then triggers the Loot Box contract to transfer its balance of selected items to a player’s wallet via the ERC-20 Item contract. Loot Boxes can be opened by sending Core Tokens to the contract, which can be earned by playing on game servers or bought directly with Ether.

Match Verify

The Match Verify contract takes a list of assets in a specific game, as well as other elements such as the “moves list” (see Appendix A), from both parties and compares the data. The contract then verifies the outcome of a given match based on the information.

Verification of the match should be handled off-chain to be determined by the ruleset established by the game vendor/developer. This verification must then be agreed upon and signed by the vendor to write the outcome permanently into the contract.

- Reputation is earned for truthful data being submitted to the match contract
- Reputation is removed for false submissions

This creates a trust network (using a trustless system) of players which helps build fun, risk-free matches.

The Core Token

The Core Token (or the Core Utility Token) connects the LootSafe ecosystem. Acting simultaneously as a ticket to entry and as underlying fuel to manage and handle ERC-20 contract transactions and other operations. The Core Token can be used for numerous items across the LootSafe contract network. Possible uses include opening Loot Boxes, listing items on the auction house, and more. For example, players could utilize the Core Token as “gold” in a game. The gold can be earned various ways throughout the game and then spent by the players to open Loot Boxes and gain rewards, or they buy and sell in-game items on the Auction House.

The tokens can be purchased if a supply is available by sending Ether to the main contract for a given deployment. There are only a fixed number of tokens available for sale this way.

The Vault

The Vault provides an uncomplicated way to facilitate the sale of Core Tokens. Core Tokens in the Vault are recycled throughout the system continuously, allowing for the sale of tokens while ensuring that the platform is used by players.

The Vault houses all available tokens for sale. This is a fixed amount that, once gone, will not be replenished until players use the Auction House or open Loot Boxes. Events of this type will create a cycle that continuously feeds tokens back to Vault to eventually make their way through the system again.

The Crafter

The Crafter allows players to combine contract items to obtain other assets. This crafting process also works in reverse allowing players to deconstruct items back into their basic building materials.

The Crafter accepts “recipes”, which are lists of required addresses (and amounts of tokens in that address) needed to craft new assets. These can be created or modified by game owners, server administrators, or creators of individual items.

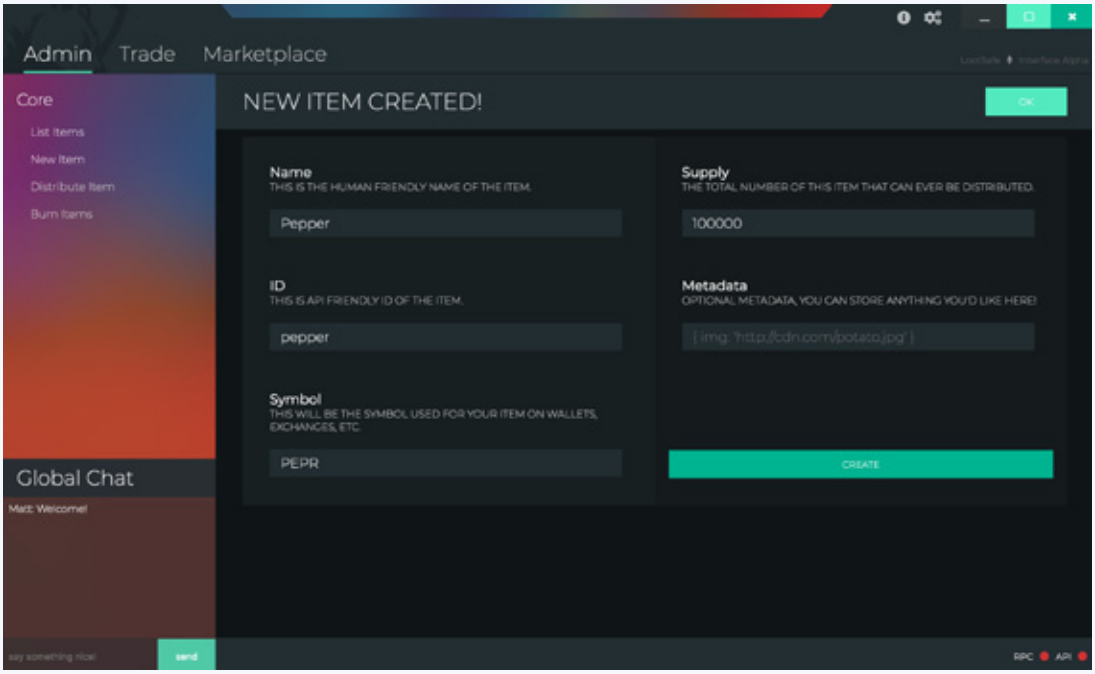
If the owner of a particular item “calls” and initiates an interaction with the crafting contract—and has the required items for the contract Recipe—the crafting will take place. This process will destroy the initial assets required by the Recipe and then issue the resulting crafted asset back to the owner.

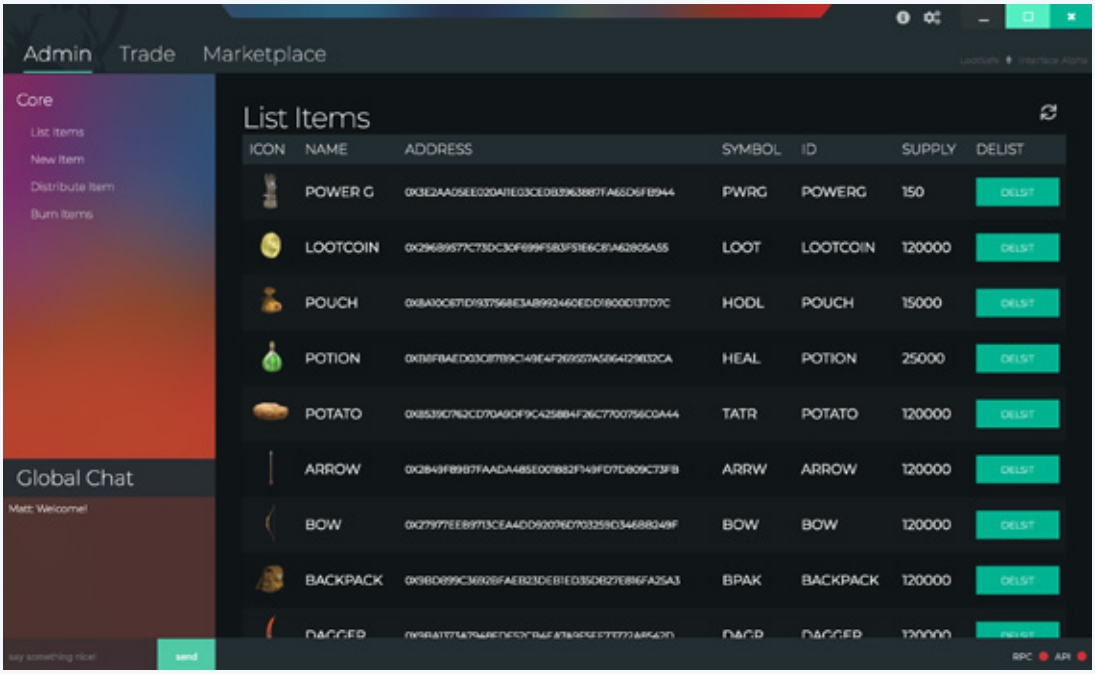
Community Member

A person who uses the LootSafe system and has built an extension of the system or a person who is building a game searching for additional extensions.

Community Members can sell the extensions they have built on the market. Once an extension reaches a certain point, LootSafe will use revenue generated from the fees charged for a Community Member to audit popular extensions which can be filtered by existing Community Members.

LootSafe Interface:





Membership Details:
SUBSCRIPTION MODEL

The tiers outlined below are planned based on LootSafe's current platform and offerings.

Subscriptions can be paid in either Ether (ETH) or LOOT tokens. LOOT tokens will be honored at the current price of Ether.

Hobbyist

FREE

Indie

$30/MO
Billed Annually

Enterprise

$100/MO
Billed Annually

Hobbyist Membership

FREE

The Hobbyist tier is geared towards hobbyists and open source developers. If the customer does not plan to monetize their game and is giving it to the public free-to-use, access is provided free of charge. If scaling is needed, customers are directed to other subscription options.

- Free for Non-Commercial. Sales Require at Pro Subscription
- Unity, Unreal, and other integrations
- Basic Support
- Access to Personal API http://api.lootsafe.io/yourapphere/ endpoint for interacting with smart contracts
- Contract Deployment (user pays gas)
- Contract can cost $50 – $100 to deploy depending on congestion on the ETH network

Indie Membership

$30/MO Billed Annually

The Indie tier is designed for independent and aspiring game developers. It is not intended to support AAA titles. The plan makes it affordable to use the system and includes improved scaling and dedicated support options.

- $30/mo Billed Annually
- Unity, Unreal, and other integrations
- Dedicated Support
- $150,000 Revenue Limit
- Service requires upgrade to Enterprise upon surpassing $150,000 in revenue
- Access to Personal API
  http://api.lootsafe.io/yourapphere/ endpoint for interacting with smart contracts
- Access to Template Applications
  – Template react app utlizing LootSafe API
  – Mobile app hooked up to the LootSafe Explorer
- Wallet Template
  – Ethereum wallet complete with LootSafe integrations
  – Customizable CSS to skin your product
- Contract Deployment (user pays gas)
- Contracts can cost $50 – $100 to deploy depending on congestion on the ETH network
  – Ethereum wallet complete with LootSafe integrations
  – Customizable CSS to skin your product

Enterprise Membership

$100/MO Billed Annually

The Enterprise tier is designed for AAA titles and games which experience very high player counts. This plan includes a dedicated support agent to ensure fast response times. This will prevent downtime and failure-to-deliver at mission-critical stages. This plan also contains the utilities needed to create custom-branded versions of our tools.

- 2.4% Royalty of Gross Sales
- $100/mo Billed Annually
- Dedicated Support Agent
- Unity, Unreal and other integrations
- Access to Personal API
  http://api.lootsafe.io/yourapphere/ endpoint for interacting with smart contracts
- Access to Template Applications
  – Template react app utlizing LootSafe API
  – Mobile app hooked up to the LootSafe Explorer
- Wallet Template
  – Ethereum wallet complete with LootSafe integrations
  – Customizable CSS to skin your product
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  – Ethereum wallet complete with LootSafe integrations
  – Customizable CSS to skin your product

The LOOT Token:
BUSINESS BENEFITS

The LootSafe LOOT token is a utility token used to allow users access to memberships on the LootSafe platform. The LOOT token is an ERC-20 Contract that operates on the Ethereum network.

LootSafe memberships will provide access to the LootSafe system and will be designed and made available primarily to meet the needs of game developers. In addition to providing the benefits of
a decentralized Blockchain, the LootSafe system can provide virtual economic data to game developers to help them develop additional in-game incentivization systems. The teleological intent of the LootSafe system, however, is to provide a fair, fun, custom gaming experience for the end user at large.

The Game Developers

In the current paradigm, developers use development Application Programming Interfaces (APIs), Unity and Unreal engine plugins, C++, C#, and Python libraries. These are based on centralized systems that present a single point of failure. There are numerous hurdles to providing a safe, fraud-proof system. Game developers want to promote cross-game assets and merchandise, easy distribution and provable limits of assets, a se-

cure trade engine, and happy users. In the current system there is little to help with dispute-free trading, fraud resistance, or forensic analysis of in-game assets; not to mention their trade on secondary websites. In-game assets have no longevity beyond the games themselves, and there is no standard for control of in-game asset valuation.

The Player (End-User)

Game players want ownership of their virtual assets. Period. Players have been fighting for years for more security, trustless distribution of assets, safe and trustless exchanges, and asset valuation. Benefits to players can include, but are not limited to: transparent LootBox odds, easy item crafting, robust reputation, ranking, and trophy systems, limited variation of in-game asset rarity, as well as provable and un-hackable ownership systems. Gaming can, of course, include lotteries and in-game asset gambling with provably fair odds.

Partnerships

LootSafe is actively reaching out to partners, developers, and game development companies to build strategic partnerships and to form mutually beneficial relationships. The point of these partnerships is to create a blended space where the industries coexist to cultivate the expanding gaming market and create an ecosystem built on broader platforms. This process is happening actively as Blockchain and the video game industry begin to intersect with (and benefit from) the emergence of Blockchain technology and smart contract systems. This process will allow LootSafe and its partners to acquire new customers, increase sales revenue, and open the door to new markets. These partnerships will in return provide game development companies a chance to integrate with the LootSafe system and to create more value for customers. The companies that want to get involved will benefit from a steep competitive advantage over those that haven't taken these steps toward the global paradigm shift. As a result, these companies will emerge with a much stronger brand and better footing in the new distributed Blockchain economy

than their competition.
What the LootSafe System value proposal means for partners is simple:

- Security
- Stability
- Durability
- Portability
- Transparency
- Decentralization
- Anti-obsolescence
- Empowering creators
- Customer retention

Upon acquiring strategic partners, LootSafe will collaborate on marketing plans, marketing programs, costs, and responsibilities to support the mutual needs of the companies.
A comprehensive negotiation will be laid out to define the logistics of sales, training, basic operations, and customer service needs. LootSafe will also work with partners to calculate important metrics and analytics to track and ensure customer satisfaction.

The LootSafe Team:

The members of the LootSafe management team have worked on Blockchain technology and software development since the early days of Bitcoin.

Many members are unrepentant gamers; their commitment to gaming community ethics and the ultimate gaming experience is unwavering. The LootSafe team is focused on innovating the centralized and proprietary paradigm of online gaming. We believe that it is in the interest of gamers and developers alike to create a trustless system in which players can own, manipulate, trade, and customize their virtual gaming assets.

Our Team

MATTHEW WISNIEWSKI

Founder & Lead Developer

MIKE SEMLER

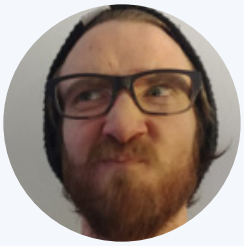
Co-Founder & Business Development

DAVID POMARÈDE

Co-Founder

MICHAEL ROMANO

Co-Founder & Finance

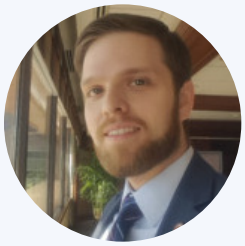


JEFF
KRISTIAN

Artist & UI/UX

CHRIS
HOGAN

Software Engineer



MATT
LOWE

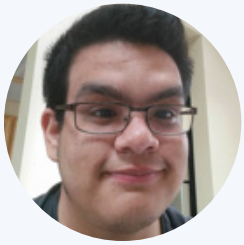
Marketing & Sales

ALEXANDER
DIETRICH

Devops

ANDY
SWEENEY

Developer



ADAM
SANCHEZ

Developer

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Product Roadmap:

Learn which milestones are expected in each quarter.

Below is the road map for what can be accomplished and released, as well as future goals. Items are listed in that order.

Glossary of Terms

AAA Titles In the video game industry Triple-A is a classification term used for games with the highest development budgets and levels of promotion. A title considered to be AAA is therefore expected to be a high-quality game or to be among the year's best-sellers.

Augmented Reality A technology that superimposes a computer-generated image on a user's view of the real world, thus providing a composite view.

Blockchain A digital ledger in which transactions made in Bitcoin or another cryptocurrency are recorded chronologically and publicly.

Bitcoin A type of digital currency in which encryption techniques are used to regulate the generation of units of currency and verify the transfer of funds, operating independently of a central bank.

Ether The cryptocurrency that fuels the Ethereum Virtual Machine.

Ethereum Is an open-source, public, blockchain-based distributed computing platform featuring smart contract functionality. It provides a decentralized Turing-complete virtual machine, the Ethereum Virtual Machine (EVM), which can execute scripts using an international network of public nodes

ERC-20 Contracts The Ethereum token standard (ERC-20) is used for Ethereum smart contracts. These types of contracts define a common list of rules that an Ethereum token has to implement. Giving developers the ability to program how new tokens will function within the Ethereum ecosystem.

Loot Boxes A consumable virtual item which can be redeemed to receive a randomized selection of further virtual items, ranging from simple customization options for a player's avatar or character, to game-changing equipment such as weapons and armor.

Moves List Information of a players moves in a game.

Nakamoto Consensus Protocol Nakamoto consensus is a name for Bitcoin's decentralized, pseudonymous consensus protocol.

Nodes Devices or data points on a larger network. Devices such as a personal computer, cell phone, or printer are nodes. When defining nodes on the internet, a node is anything that has an IP address.

Skins On the Internet, a skin is a graphic or audio file used to change the appearance of the user interface to a program or for a game character.

Smart Contracts A smart contract is a computer protocol intended to facilitate, verify, or enforce the negotiation or performance of a contract.

Turing-Complete In computability theory, a system of data-manipulation rules (such as a computer's instruction set, a programming language, or a cellular automaton) is said to be Turing complete or computationally universal if it can be used to simulate any Turing machine.

Virtual Reality The computer-generated simulation of a three-dimensional image or environment that can be interacted with in a seemingly real or physical way by a person using special electronic equipment, such as a helmet with a screen inside or gloves fitted with sensors.

Wallets Software program where cryptocurrency or tokens can be stored, viewed and transferred.

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Thank You